

# 351. Overview

## Motivation

With the Mapping Editor advanced [i2b2 ontologies](#) can be created with specific end-users in mind. The editor consists of three areas: at the top are options for saving, loading and upload of ontologies. The bottom consists of two windows the source ontology (left) and target ontology (right).



A source ontology can be loaded into the Mapping Editor by right-clicking an i2b2 project in the Import Browser and selecting "Load Ontology" or by simply dragging an i2b2 project onto the Mapping Editor. If it is the first time this i2b2 project is loaded in the Mapping Editor, a new and empty target ontology is created and three tables in database will be created which store data needed by the Mapping Editor. If a target ontology was already created, it will be automatically loaded and work can resume. The user created target ontology can be stored by clicking the floppy disc button. Target ontologies can also be versioned by clicking the plus button. Old version can be loaded by the adjunct drop down menu and deleted with the red cross. Since the editor does not support an undo function it is recommend to use the versioning when extensively editing a project. You can give the target ontology a name and a description by clicking the "edit" button on the left of the versioning options.

To define an i2b2 project in which the target ontology should be uploaded, drag an i2b2 project from the Import Browser onto the "Target Project" field in the Mapping Editor. After clicking the "Upload" button, the target ontology will be uploaded in the i2b2, concept and [modifier\\_dimension](#) of the target i2b2 project. All patient data from the source i2b2 project will be modified according to the transformation rules defined when creating the target ontology. This patient data will also be uploaded to the observation\_fact and the patient related tables of the target i2b2 project and can then be queried with any i2b2 query tool.